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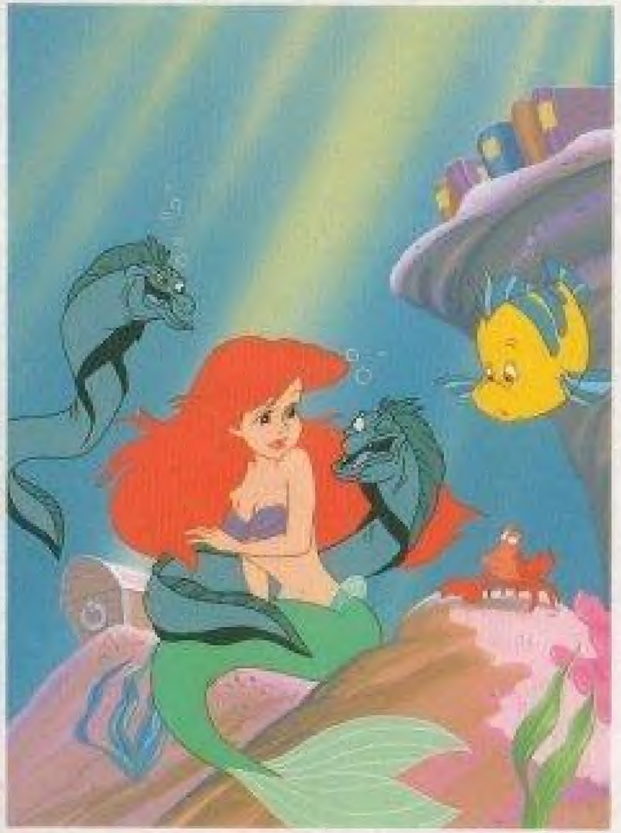

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NES-3U-USA -1

CAPCOM® USA

# Disney's THE LITTLE MERMAID

## INSTRUCTION MANUAL

Ⓣ

# A special message from CAPCOM

Thank you for selecting **The Little Mermaid,** the latest addition to Capcom's library of Disney titles. Following such hits as **DuckTales** and **Chip 'n Dale Rescue Rangers, The Little Mermaid** continues the tradition of action packed family oriented games for the Nintendo Entertainment System.

**The Little Mermaid** features colorful state-of-the-art high resolution graphics. We at Capcom are proud to bring you this thrilling new addition to your video game library.

Joseph Morici

Joe Morici
Senior Vice President
CAPCOM, U.S.A.

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This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.



# SAFETY PRECAUTIONS

Follow the easy suggestions below to keep your Game Pak in top operating condition.

## SAFETY PRECAUTIONS

1. Always make sure the power is off before inserting or removing the Game Pak.
2. Don't try to take the Game Pak apart, or touch its terminal connectors.
3. Keep your Game Pak safe from direct sunlight and extreme hot or cold. Don't bend it, crush it, or get it wet. Store it in its protective package at room temperature when you're not using it.
4. If your Game Pak gets dusty, clean it with a soft, dry cloth. Never use thinners, solvents, benzene, alcohol, or other strong cleaning agents that can damage it.
5. For the best game play, sit 3 to 6 feet away from your television. Pause for 10 to 20 minutes after 2 hours of continuous play to extend the life of your Game Pak.

**WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!**

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similiar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similiar damage to a projection television. Please contact your TV manufacturer for further information.

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## GETTING STARTED

1. Insert the **The Little Mermaid** Game Pak into your Nintendo console and turn it on. The title screen appears.
2. Press **Start** to begin the game.
3. Next, read the story screens, and press button **A** to go on to each new screen. (Press button **A** during a screen to read it faster.) At the last screen, press button **A** again to begin Ariel's adventures. (If you don't want to read the story, press **Start** to begin play right away.)
4. During play, press **Start** to pause the action and see the status screen. Press Start again to continue.
5. Press the Reset button on the Nintendo console to start the game over from the beginning.

## BUBBLE TROUBLE

Flounder, Sebastian and Scuttle have bad news. The Evil Witch Ursula is taking over the whole ocean! To save her friends, Ariel gives up her human form, and her prince, Eric, to rush back to the foamy depths of the sea. She must stop Ursula!

But the sea has changed. Ferocious fish prowl through coral reefs. Scary ghosts and eerie eels haunt the sunken ship. Sharks and spineballs lurk, and horrible halibut fish hide in the sand, waiting to turn Ariel into fish food.

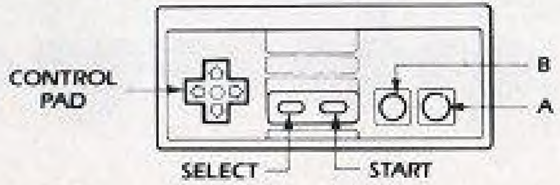
But Ariel has tricks of her own. Her bubbles snare the finny fiends and put them in a trance. Now they're harmless! Ariel can also knock out critters with magic shells, and find sunken treasures that make her faster and stronger.

But every ocean has its special guard. At the end of each maze, frightful creatures try to end Ariel's adventures. When she finally reaches Ursula's gloomy undersea lair, Ariel must destroy the huge witch whose evil powers control the sea.



## ARIEL'S MOVES

| | |
|---|---|
| **Swim** | - Press the control pad in any direction. |
| **Speed up** | - Press button **B** while swimming. |
| **Swish Ariel's tail or hop across dry places** | - Press button **A**. |
| **Push a bubble or shell** | - Press the control pad in the right direction, and press button **A**. |
| **Jump onto a wood piling, and ice floe, or a ledge above water** | - Press button A while pressing the control pad up. |
| **See the status screen** | - Press **Start**. Press it again to go back to the game. |
| **Enter a warp tunnel in level 5** | - Press button **A**. |



## SEARCHING THE SEAS

Ariel is in a sea of danger! All the playful fish and crabs have turned mean. Gulping guppies pop out at her from the gigantic sea anemones, and scowling bluefish chase her!

Swish Ariel's tail twice to snare a fish in a bubble. Then catch the bubble by swimming up to it. The bubble will only last a few moments, but if you can push it at another fishy fiend, you can knock out that one as well. Once you snare finny critters or knock them out, they're fish food!

Ariel has only three chances to conquer the undersea creatures and defeat Ursula. Every time a fish foe bumps her, she gets weaker. The hearts at the top left of the screen show how many bumps she can take. If Ariel loses all the hearts, her chance ends and she has to begin the sea level over.

## THE POWER OF MAGIC THINGS

Search the sandy bottom, coral reefs, and ledges for magic shells. Swim up to a shell to pick it up. Toss the shells at Ursula's fiends to stop them. With good aim, you can bowl over quite a few! You may not be able to catch some creatures in your bubbles, but you can stop them with shells.

Keep your shells for as long as you can. You can swim around with them, and you may be able to pick them up again when you toss or drop them. Shells sometimes disappear, and then you'll have to search for more.

Dig in sandy places with your tail. You may uncover buried shells, dinglehoppers (forks), snarfblatts (pipes) or even hearts. Whenever you find something, pick it up. The dinglehoppers and snarfblatts give you bonus points at the end of the level, and the hearts let you take extra bumps.

## THE POWER OF MAGIC THINGS (cont.)

**Dinglehopper**
500 points

**Snarfblatt**
800 points

**Heart**
1 extra bump

Search for Ariel dolls in nooks and crannies around the sea bottom. When you can pick one up, you'll gain an extra chance to win!

1 extra chance



## ARIEL'S POWERS

Look for sunken treasure chests. When you find one, knock it open with a shell. A gleaming pearl may float out, and you can take it by swimming over it. Red pearls give you more power, and make your bubbles stronger. Green pearls make your bubbles go farther. The pearls you find stay with you until you lose that chance. At the end of a level, you'll get bonus points for all the pearls you've collected.

**Normal power:** You can pick up shells, and it takes two swishes of your tail to snare the small fry in your bubbles.

**Red pearl power**: One pearl makes you able to catch most critters with one tail swish, and you can push barrels. With two pearls, you can catch even the biggest gulpers, and push small stones. When you get three red pearls, the enemies you snare sink quickly so you can grab the bubbles faster, and you can move even the largest rocks.

**Green Pearl Power**: Your bubbles will travel farther with each green pearl you find.

Pearl

Barrel

Small Stone

Large Rock

## MASTERING THE SEA LEVELS

Each sea level has its special dangers. But the worst are Ursula's special guards, waiting at the end of each maze. To demolish the guards, catch smaller foes and smash them into the big guys. You'll have to be quick, because the bubbles don't last long, and the guards may dash from place to place.

It takes quite a few bubbles to turn the guards into fish sticks! But when you do, be sure to grab the magic pot that drops into the water. After you complete the level, you'll see a scoring screen that adds up your points so far.

Press button **A** to begin your next sea hunt. You'll learn from Flounder, Scuttle, or Sebastian what dangers lie ahead.

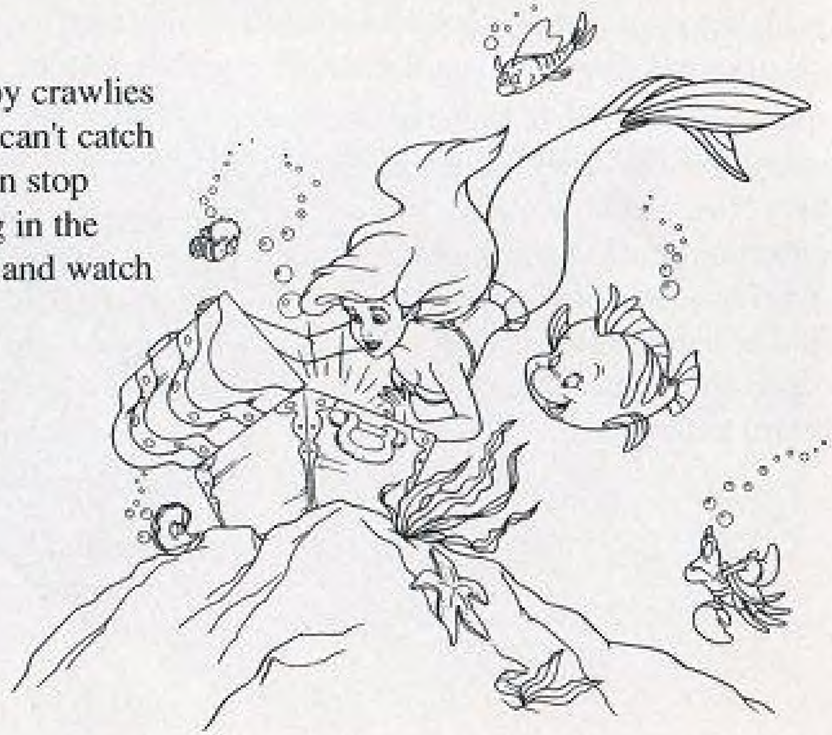


## CHECKING UP ON ARIEL

Press **Start** to pause Ariel's adventures and look at the status screen. You'll see how many chances Ariel has left, her score, and how many gleaming pearls she's found. You'll also see how powerful her bubbles have become. Press **Start** again to return to the game.

### Sea of Coral

Grumpy fish and creepy crawlies are on the prowl! You can't catch the starfish, but you can stop them with a swish. Dig in the sand for magic things, and watch out for sharks!







### Sunken Ship

Boo! Spooky ghosts flit through the portholes. Find out what's under their sheets. You'll have to wait for the hermit crab to come out from hiding before you can catch them. An unfriendly octopus- and his brothers!- try to stop you with blue ink blobs. When eerie eels snarl and shock you, it's hard to escape!

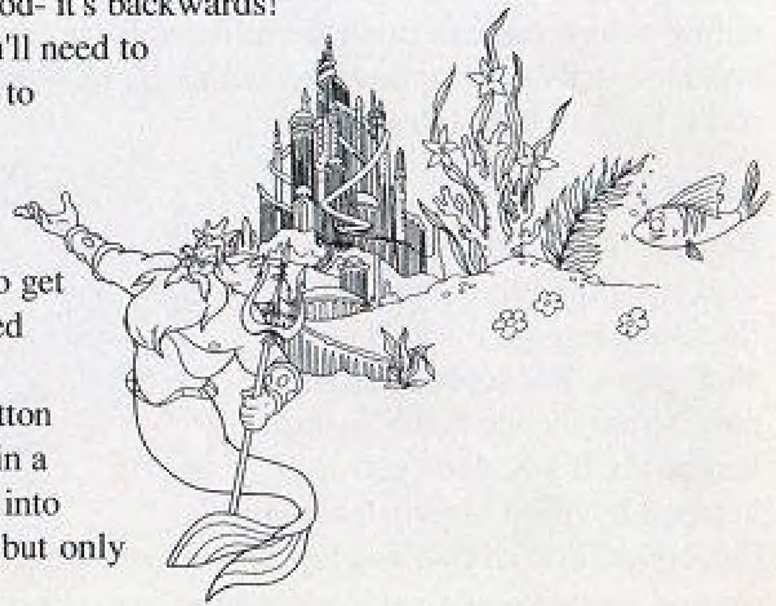
### Sea of Ice

Brr! The ice is cold and hard. You can slip right off the ice floes, and lose your shells on the slick edges. But sometimes slipping across the ice is the fastest way to go, if you don't get bumped by mean blowfish spitting fish bones. Frozen fish and icy caverns will shiver your timbers! Near the end, the walruses come out to play, but it won't be any fun for you!

## UNDER THE SEA (cont.)

### Undersea Volcano

Try to keep your cool in this burning, bubbling, underwater furnance. Search the sandy pockets, but watch out for what's hiding there. Lobsters have a surprise attack method- it's backwards!
At the Spanish galleon, you'll need to catch the fishy cannonballs to bump off the Soldierfish.



### Ursula's Castle

Warp from maze to maze to get through this gloomy haunted palace. Swim in front of a dragon tunnel and press button **A** to escape- or get caught in a trap! There are many ways into the sea witch's secret den, but only one way out.



## FISHING TIPS

- Shells protect you, so hold onto them for as long as you can. If you toss one, try to catch it again.
- Swish your tail at schools of fish to catch more than one in your bubbles.
- Sometimes you might have to swim past a treasure chest to find a shell. Pick up the shell, and then go back to open the chest.
- Roll out the barrels, stones and rocks to smash creatures and pop open chests.
- Find extra hearts, pipes and forks by tossing shells or bubbles into undersea cracks and crannies.
- Try to get all the pearls from sunken chests. The more pearls you have at the end of a maze, the sooner you can catch small fry to throw at Ursula's guards, and the farther your bubbles will go.
- In Ursula's Castle, the dragon's eyes will shine when you're in front of the right tunnel.

# 90-DAY LIMITED WARRANTY

**90-DAY LIMITED WARRANTY**

**CAPCOM** U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

**To receive this warranty service:**

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Capcom Consumer Service Department of the problem requiringwarranty service by calling (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.

3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

**CAPCOM** U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

**REPAIRS AFTER EXPIRATION OF WARRANTY:**

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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# COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufactures' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide resonable protection against such interference in a residential installation. However, there is no guarantee that interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or any experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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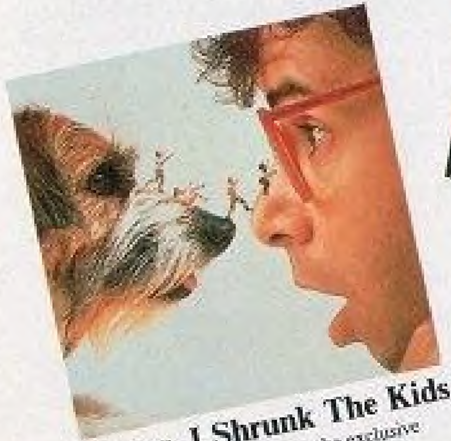

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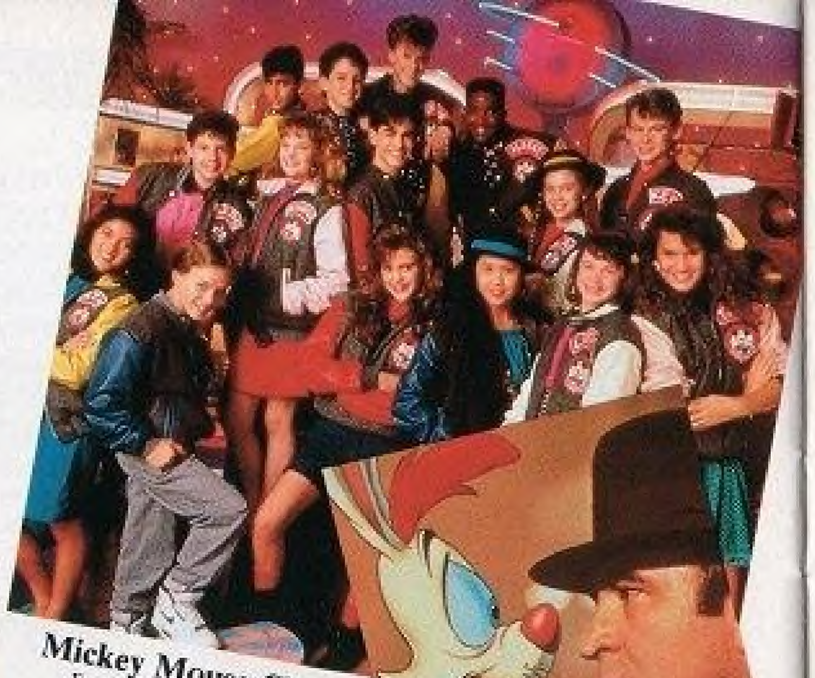

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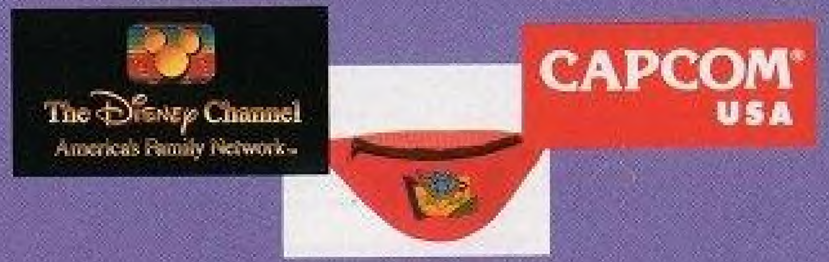


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